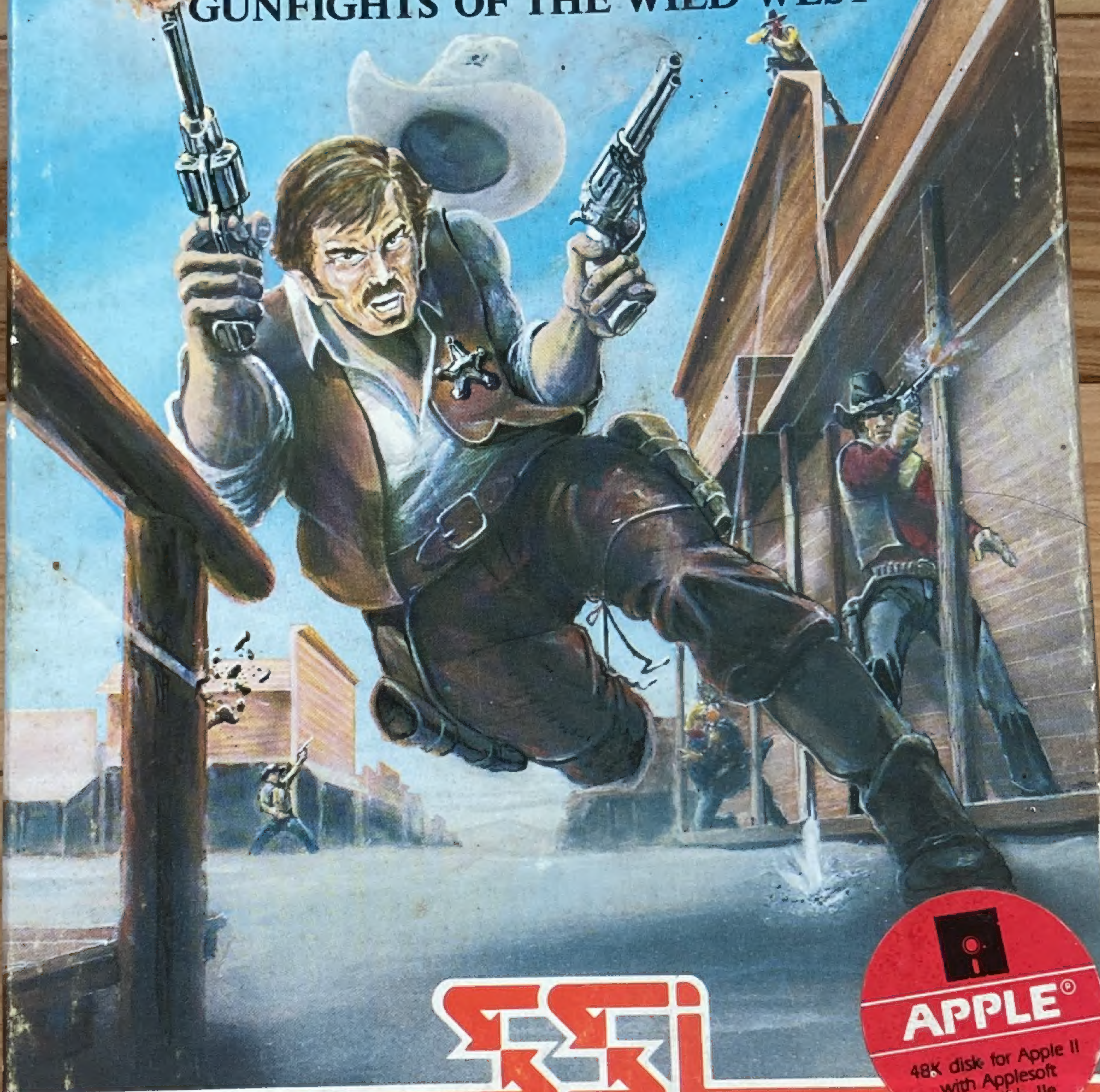


SIX-GUN SHOOTOUT™

GUNFIGHTS OF THE WILD WEST



STRATEGIC SIMULATIONS, INC.

© 1985 by Strategic Simulations, Inc. All rights reserved.



THE BEST WESTERN OF 'EM ALL!

Imagine all the great western books and movies you've ever read or seen: the Earp Brothers and Doc Holliday against the McLowery and Clanton Brothers at the O.K. Corral; menacing Indians circling wagons; the escapades of Billy the Kid, the Dalton Gang, Bat Masterson; mythical superheroes whose sharpshooting skills are almost as legendary as their steely squints and rugged looks. Now imagine a computer game that has them all — **SIX-GUN SHOOTOUT**!

This easily playable, fast-action strategy game rates 18 weapons for effectiveness and type (including shotguns, pistols, repeaters, and tomahawks). It contains ten different scenarios. You can play each separately, or play them sequentially as a campaign.

If you choose the former, the computer assigns weapons to all the characters, who are rated for weapon skills (speed of draw and accuracy), quickness of movement, and hand-to-hand combat ability.

If you play the campaign game, you can create your own characters. This feature lets you enjoy a role-playing game, where you can start off as a tenderfoot and gain experience and fighting skills as you survive from one scenario to the next.

Realistic combat rules govern line-of-sight and line-of-fire, which depends on your posture (standing, kneeling, prone), the posture of your target, and any obstacles in the way. The amount of damage you inflict on your target depends on which part of the body you hit, such as the head, chest, gut, right arm, left leg, and so on.

Unlike most western movies, you cannot fire ten shots from a six-gun. You must remember to reload. Like a real western, you win when somebody on your side is still standing at the end of the shootout.

SIX-GUN SHOOTOUT can be played by two players, or one against the computer.

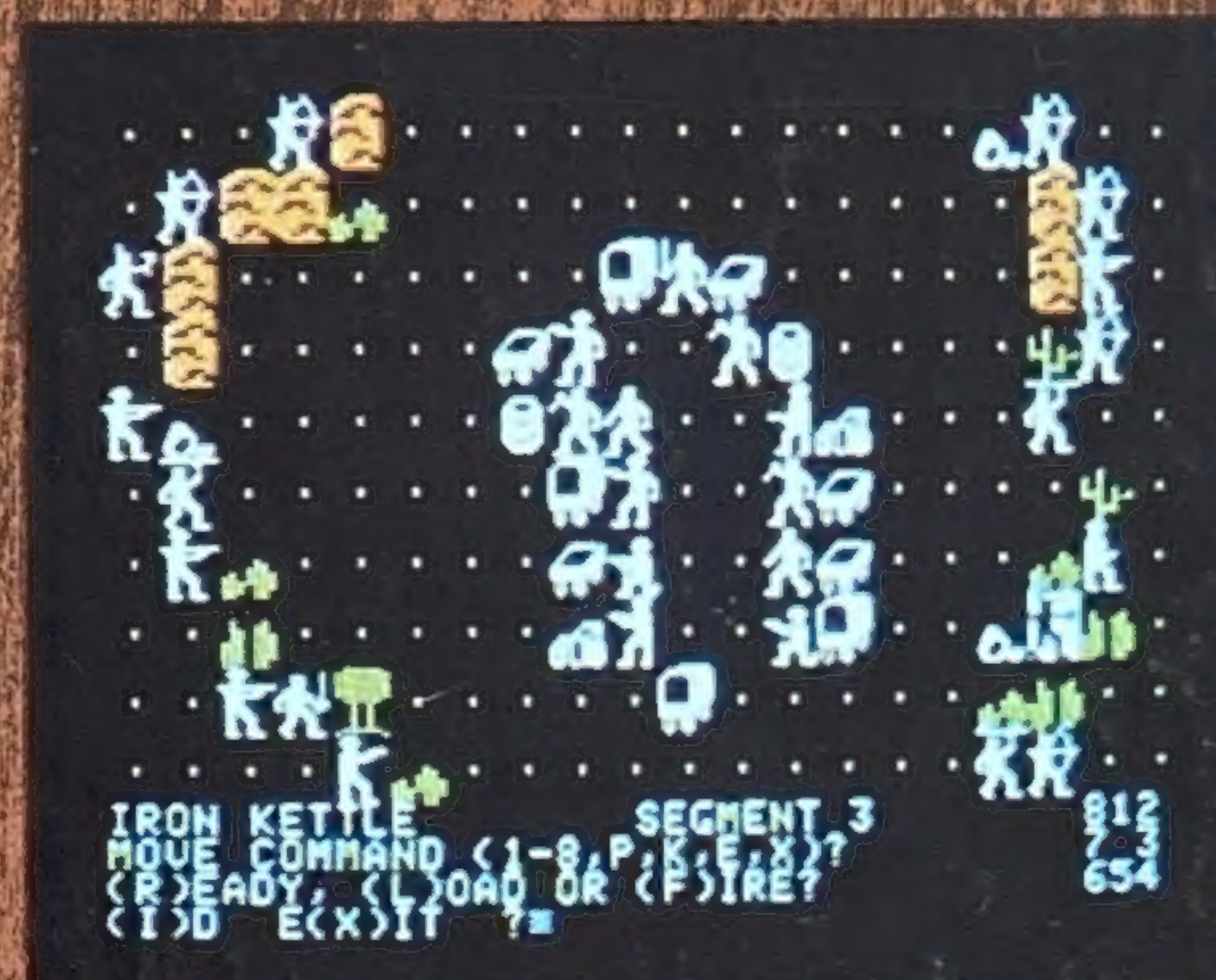
Screen displays shown are from the APPLE® Displays from other computer(s) may vary.

APPLE is a registered trademark of Apple Computer, Inc.

Made in U.S.A.



You can re-enact the infamous gunfight at the O.K. Corral...



Or the popular theme of Indians attacking encircled wagons...



Or a battle of uneven odds — 7 sharpshooters against 20 bandits... plus seven other scenarios.

SIX-GUN SHOOTOUT

THE ADVENTURES OF THE WILD WEST

SSI
STRATEGIC SIMULATIONS, INC.
© 1985 by Strategic Simulations, Inc. All rights reserved.

APPLE®
48K disk for Apple II
with Applesoft
ROM, II+, IIe
and III.

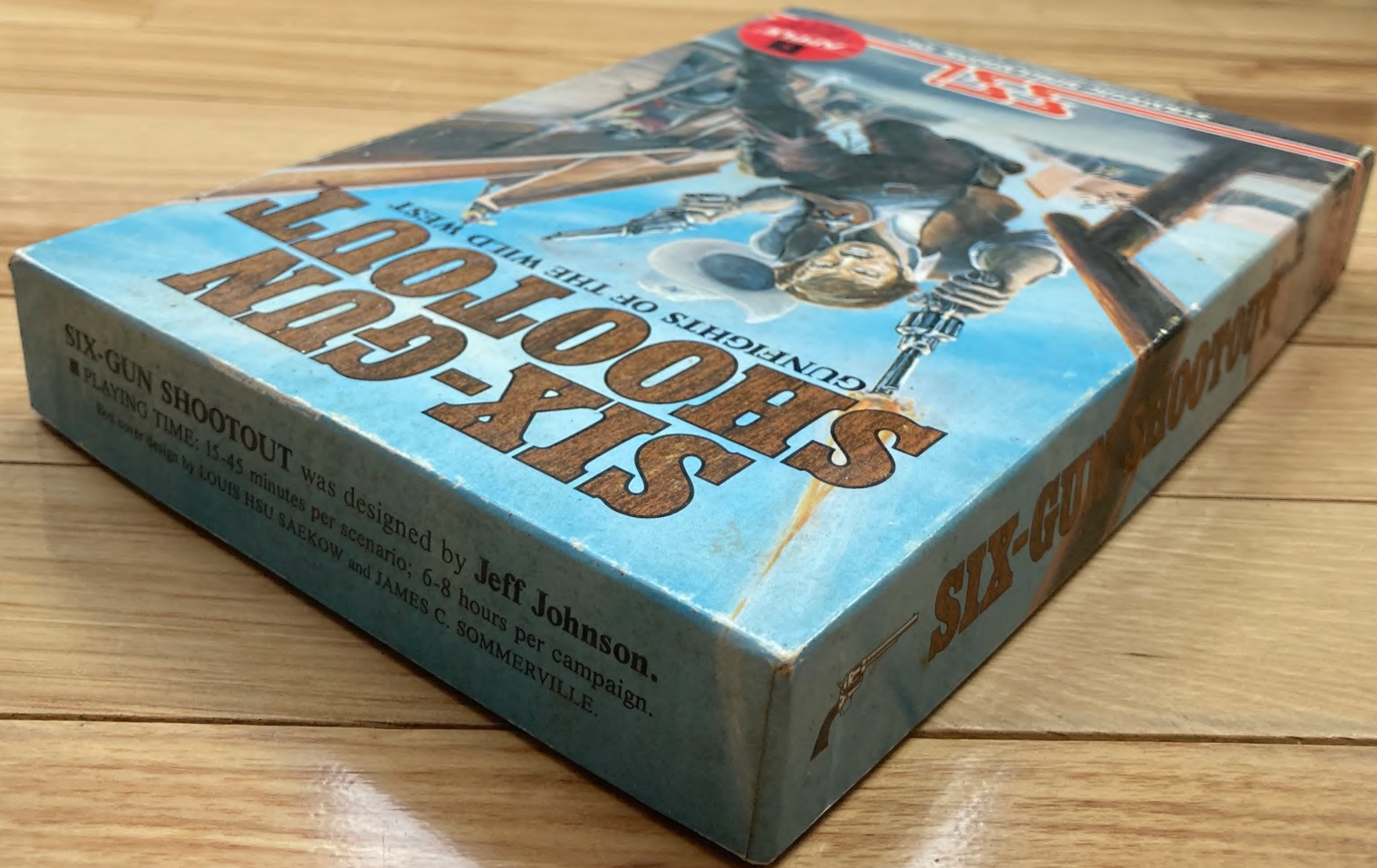
■ Play alongside or against notorious villains such as Billy the Kid, the Dalton Gang, the James Gang, the Clanton Gang, Wyatt Earp, Doc Holliday and the McLowerys.
■ Choose from ten scenarios based on history and popular legend.

- Create your own cowboy, and watch him develop from a trigger-happy tenderfoot to a real six-gun hero!
- Changeable scenarios can be played in sequence to create a campaign game.
- Two-player or solitaire game possible.

STRATEGIC
SIMULATIONS,
INC.



SIX-GUN
SHOOTOUT

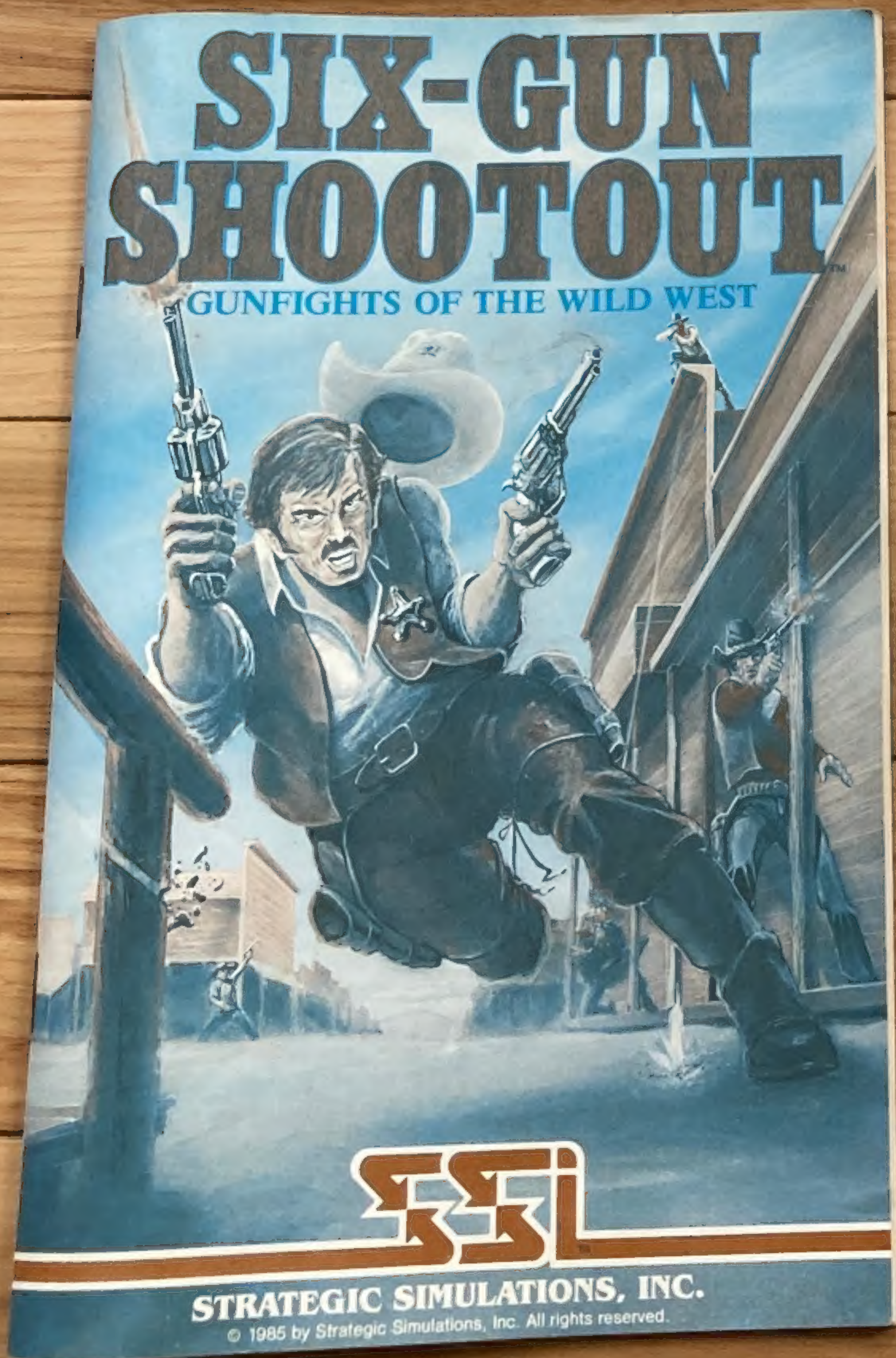
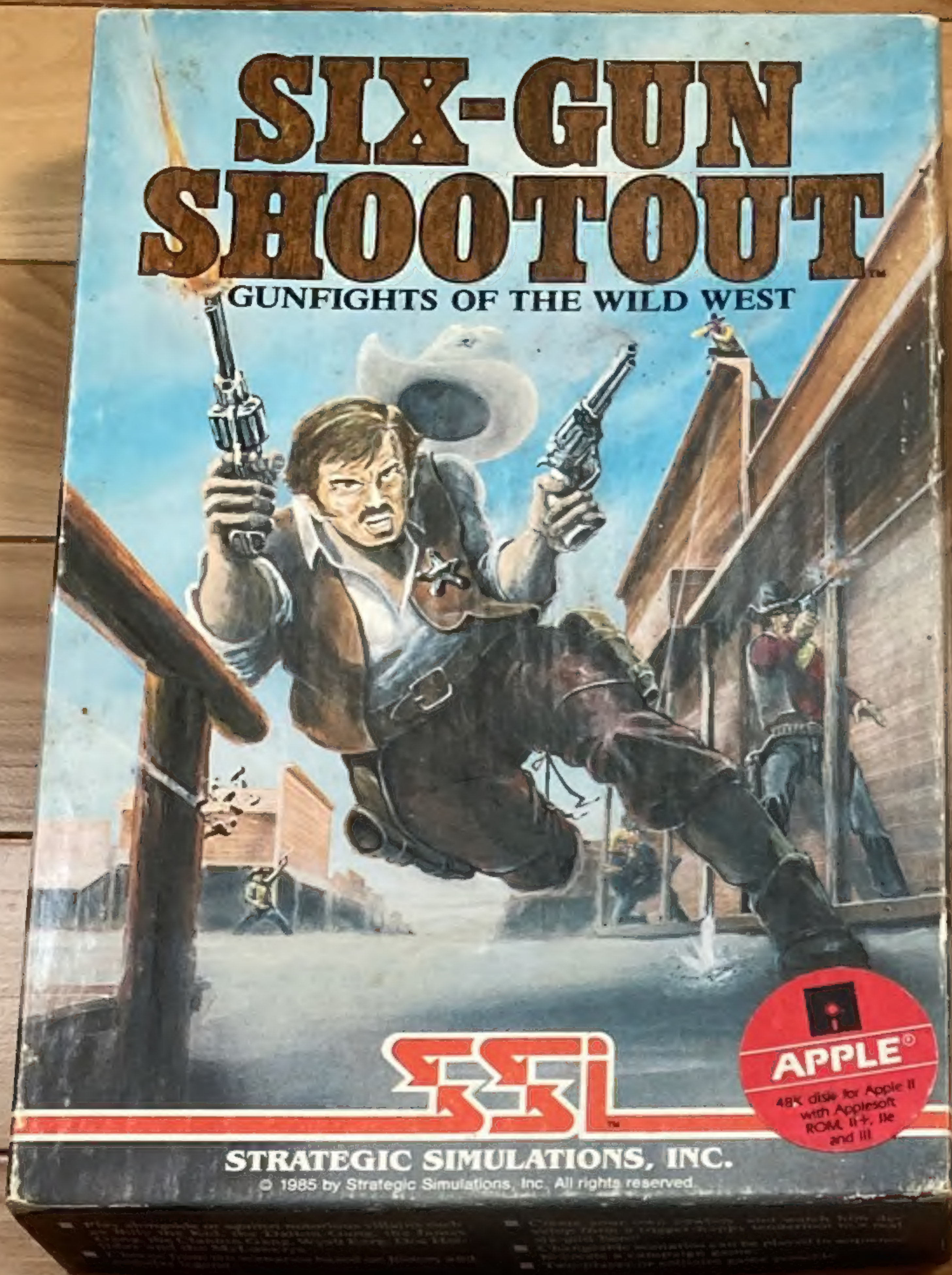


SIX-GUN SHOOTOUT was designed by **Jeff Johnson**.
■ PLAYING TIME: 15-45 minutes per scenario; 6-8 hours per campaign.
Box cover design by LOUIS HSU SAEKOW and JAMES C. SOMMERVILLE.



THE BEST WESTERN OFF-EM ALL!

Box cover design by LOUIS HSU SAEKOW and JAMES C. SOMMERHILL
SIX-GUN SHOOTOUT was designed by Jeff Johnson.
PLAYING TIME: 15-45 minutes per scenario, 6-8 hours per campaign.
Box cover design by LOUIS HSU SAEKOW and JAMES C. SOMMERHILL



APPLE®

SIX-GUN SHOOTOUT™

© 1985 by Strategic Simulations, Inc. All rights reserved.



STRATEGIC SIMULATIONS INC

APPLE®

SIX-GUN SHOOTOUT™

© 1985 by Strategic Simulations, Inc. All rights reserved.



SIX-GUN SHOOTOUT

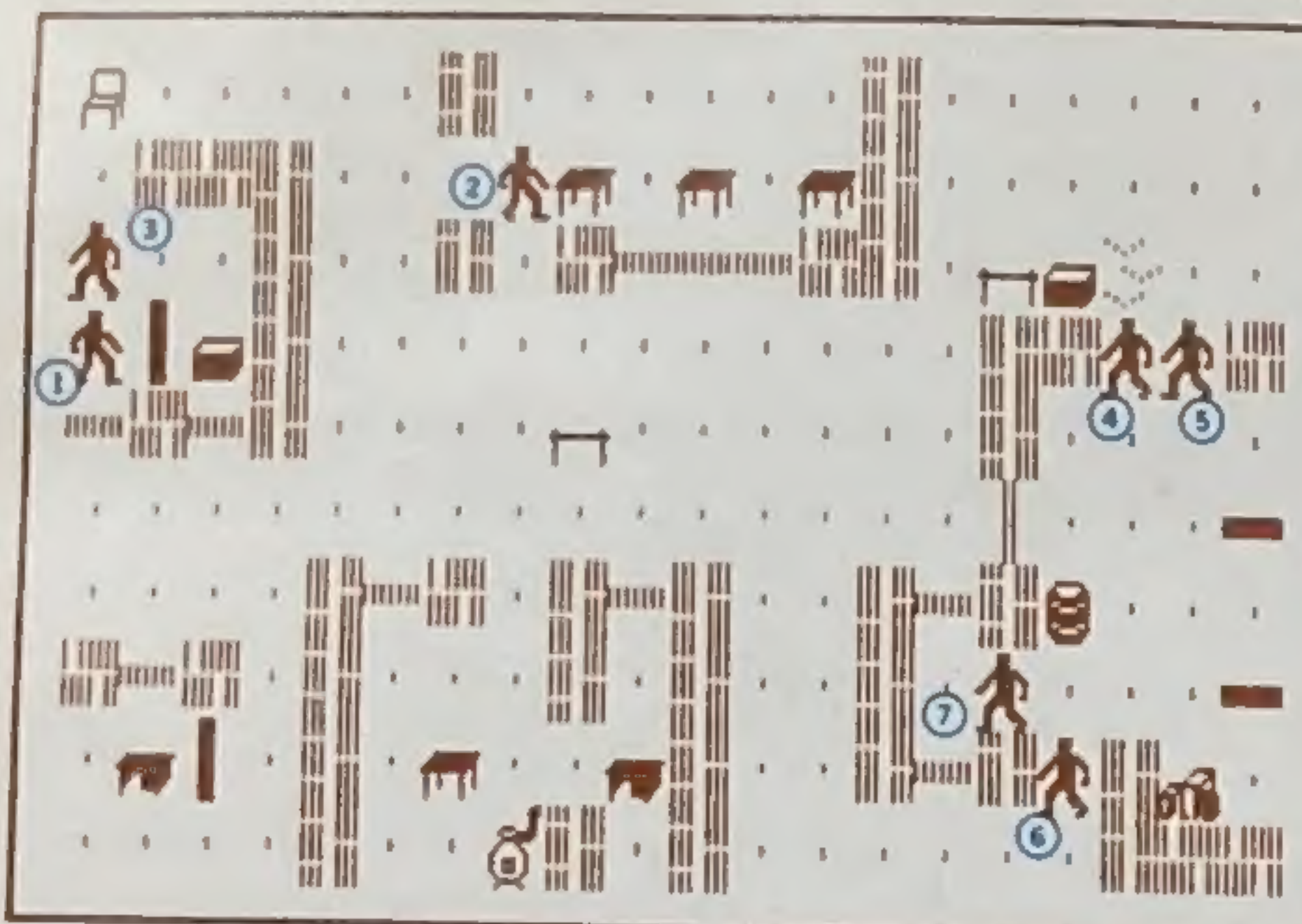
GUNFIGHTS OF THE WILD WEST



STRATEGIC SIMULATIONS, INC.
© 1985 by Strategic Simulations, Inc. All rights reserved.

Scenario D — The Good, The Bad, The Ugly

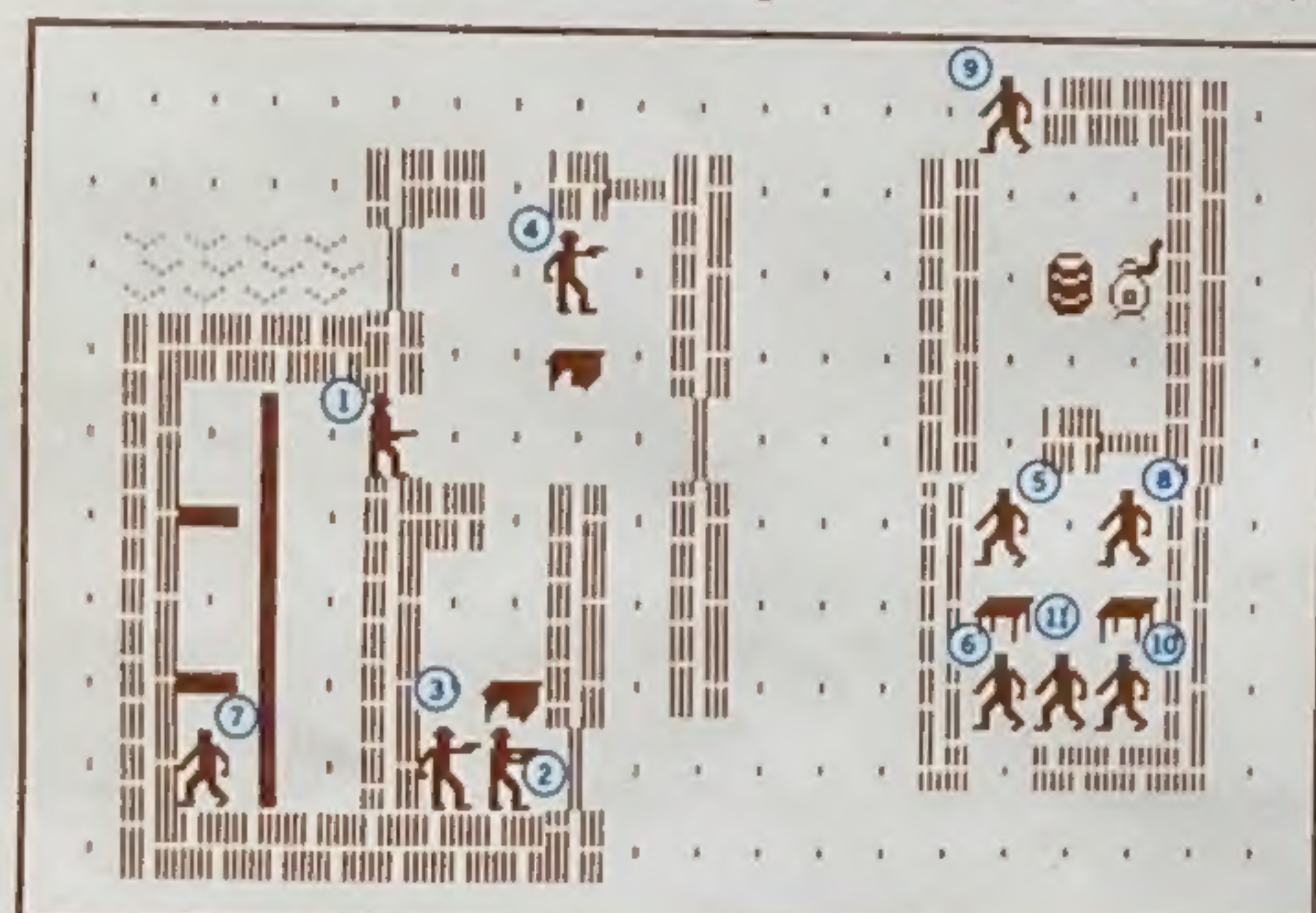
In a movie starring Clint Eastwood as the man with no name, called Blondie in this game, two gunmen search together for a cache of gold. They pause to rest in a tiny, war-torn town, unaware of the close pursuit of their arch-nemesis, Angel Eyes, and his band of cutthroats. In this scenario, one member of the evil band comes in on Tuco in the tub and prepares to repay a past unkindness.



- | | |
|------------------|----------------|
| (1) Tuco Ramirez | (3) One Arm |
| (2) Blondie | (4) Big Ugly |
| | (5) Pa Ugly |
| | (6) Angel Eyes |
| | (7) Hunchback |

Scenario E — Rio Bravo

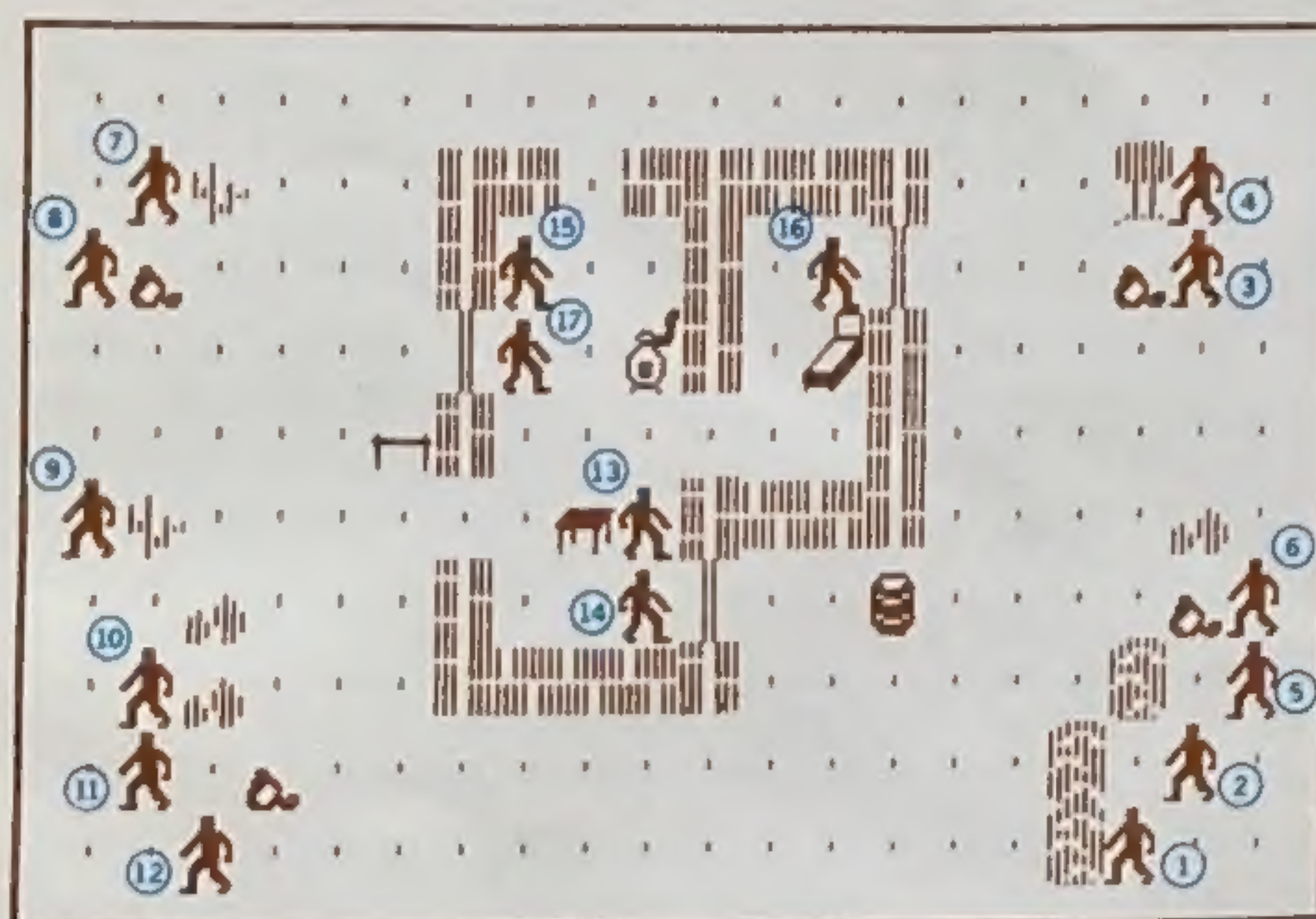
In this movie, John Wayne, Dean Martin, Ricky Nelson, and Walter Brennan portray a quartet of lawmen intent on prosecuting the criminal brother of the town boss. The rich rancher and several of his hands sit across a street, seemingly in discussion, as the faint notes of Rio Bravo from a distant cantina trumpet float over the scene. *Note: In a two-player game, the good guys should not fire on the prisoner as he is unarmed. They may use hand-to-hand combat with Class 4 or Class 5 weapons only when the prisoner is outside his cell. The good guys should not fire first at the outlaws outside the jail. The prisoner may not carry dynamite.*



- | | |
|--------------------|----------------------|
| (1) Stumpy Brennan | (5) Hulk Cooper |
| (2) Marshall Duke | (6) Spider Landon |
| (3) Colorado Kid | (7) Joe Scaggs |
| (4) Dude Martin | (8) Art Scaggs |
| | (9) Wheezy Smith |
| | (10) Lightning Evers |
| | (11) Slim Vargas |

Scenario F — The Shootout at Stinking Spring

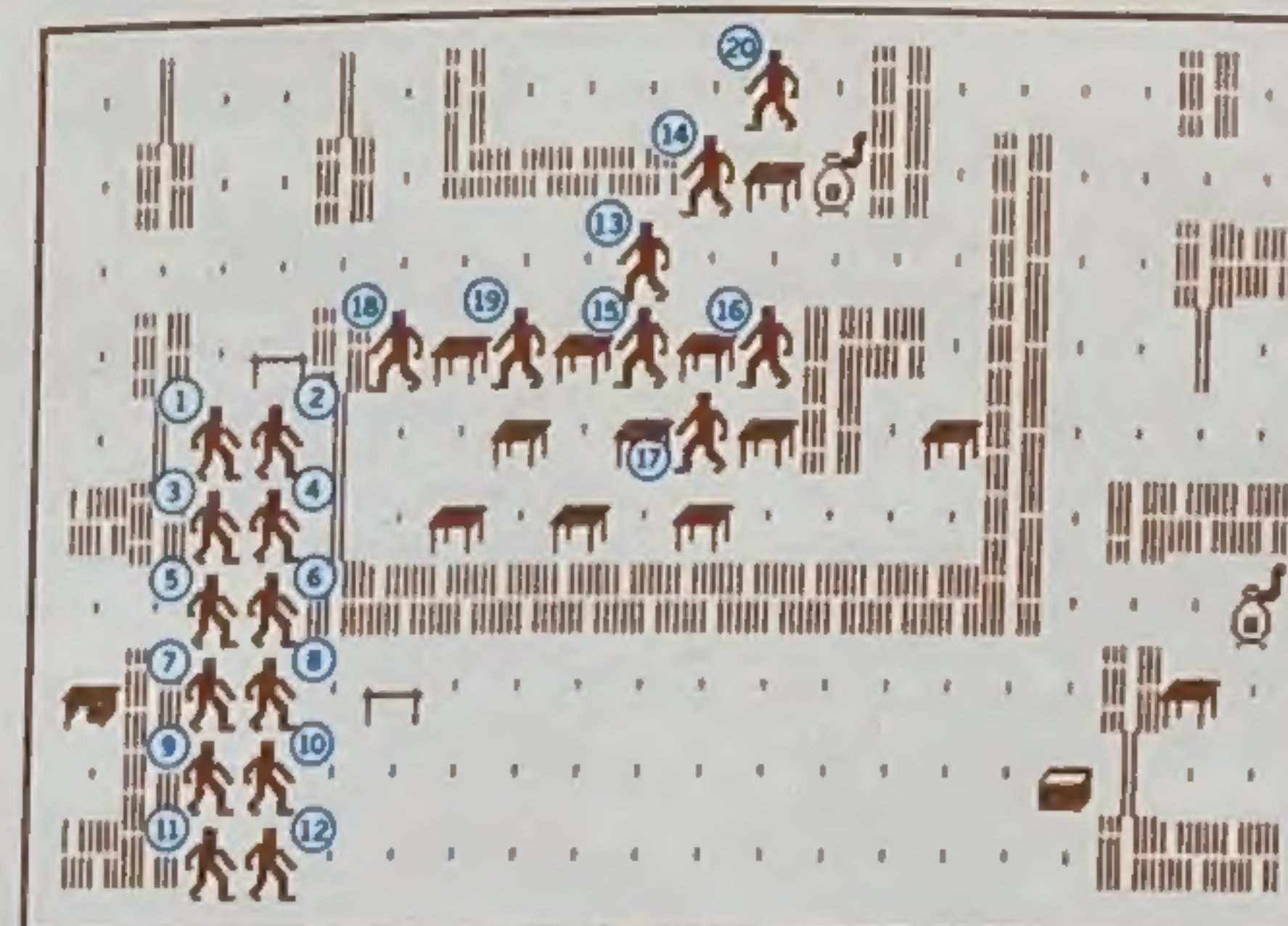
Born in a New York City tenement, Billy the Kid killed his first man at the age of fourteen. But he did not become notorious until the 1870's and 1880's. During those years, he became involved in the Lincoln County Wars in New Mexico. There his friendship with Pat Garrett began and ended. In this scenario, the Kid is holed up with his gang, surrounded by a Garrett-led posse.



- | | |
|------------------------|---------------------|
| (1) Whip Jenner | (13) Charlie Bowdre |
| (2) Lefty Jones | (14) Billy Wilson |
| (3) Jacob Klumm | (15) Tom Pickett |
| (4) Pat Garrett | (16) Billy the Kid |
| (5) Tex Smith | (17) Dave Rudabaugh |
| (6) Crusher Rocklin | |
| (7) Roland Dober | |
| (8) Three-Finger McGee | |
| (9) Skinny Giles | |
| (10) Ty Erhardt | |
| (11) Eddie Vernon | |
| (12) Lucky Harmon | |

Scenario G — The Battle of Ingalls

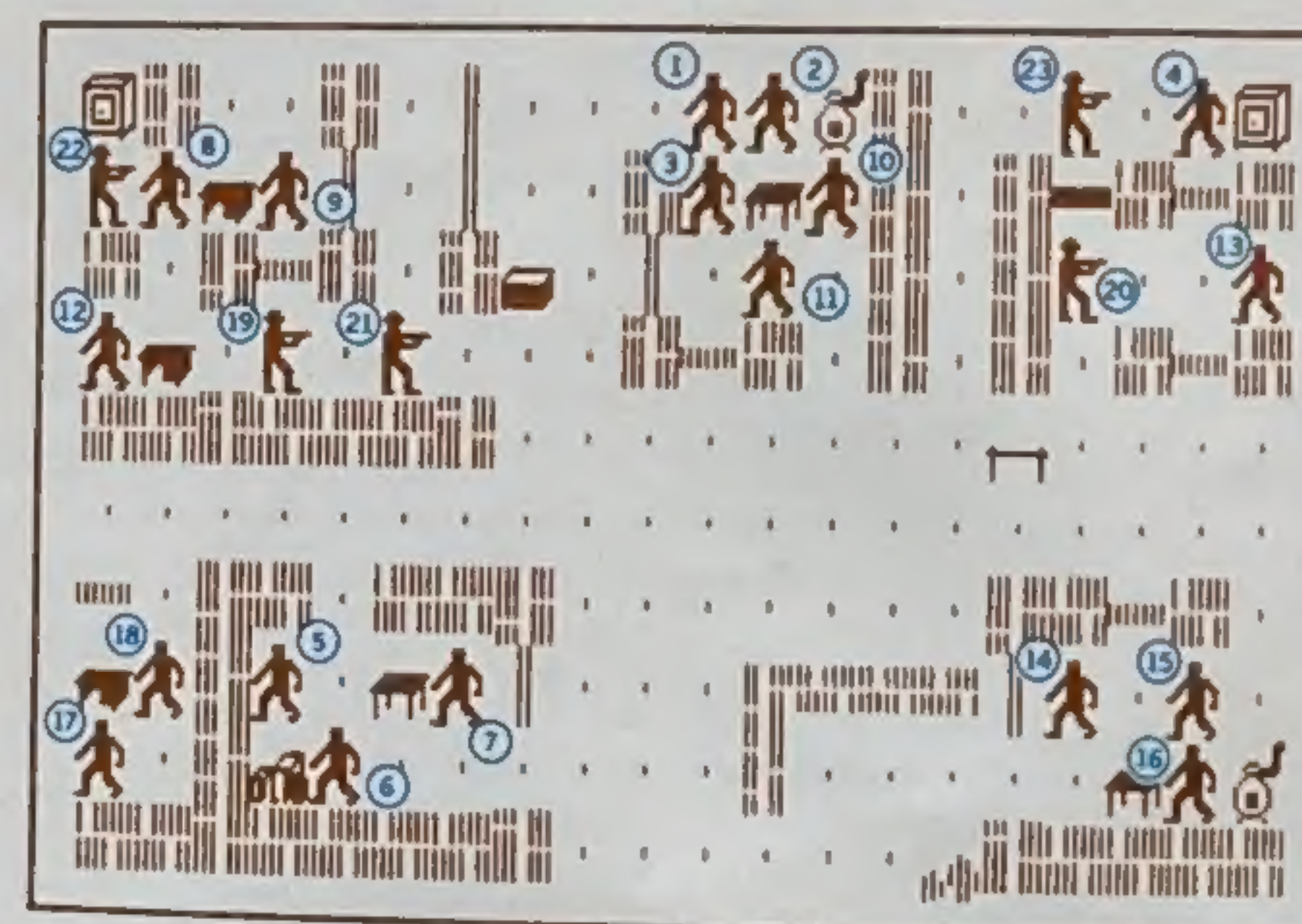
A lame horse had prevented Bill Doolin from joining the Daltons in the ill-fated Coffeyville raid. He later rode off to Oklahoma, where he formed a gang of his own and created a new legend. Bill Dalton, younger brother of the more famous trio, rode with the Doolin gang at times. But he was absent the September day in 1893 when a wagonload of marshalls entered town for a showdown.



- | | |
|----------------------|-----------------------------|
| (1) Marshall Blum | (13) Little Dick West |
| (2) Marshall Dexter | (14) Arkansas Tom Daugherty |
| (3) Marshall Little | (15) Dynamite Dick Clifton |
| (4) Marshall Hoss | (16) Little Bill Raidler |
| (5) Marshall King | (17) Red Buck Weightman |
| (6) Marshall Josephs | (18) Bitter Creek Newcombe |
| (7) Marshall Ivy | (19) Tulsa Jack Blake |
| (8) Marshall Adamle | (20) Bill Doolin |
| (9) Marshall Goodeye | |
| (10) Marshall Eddy | |
| (11) Marshall Fast | |
| (12) Marshall Callow | |

Scenario H — The Daltons' Demise

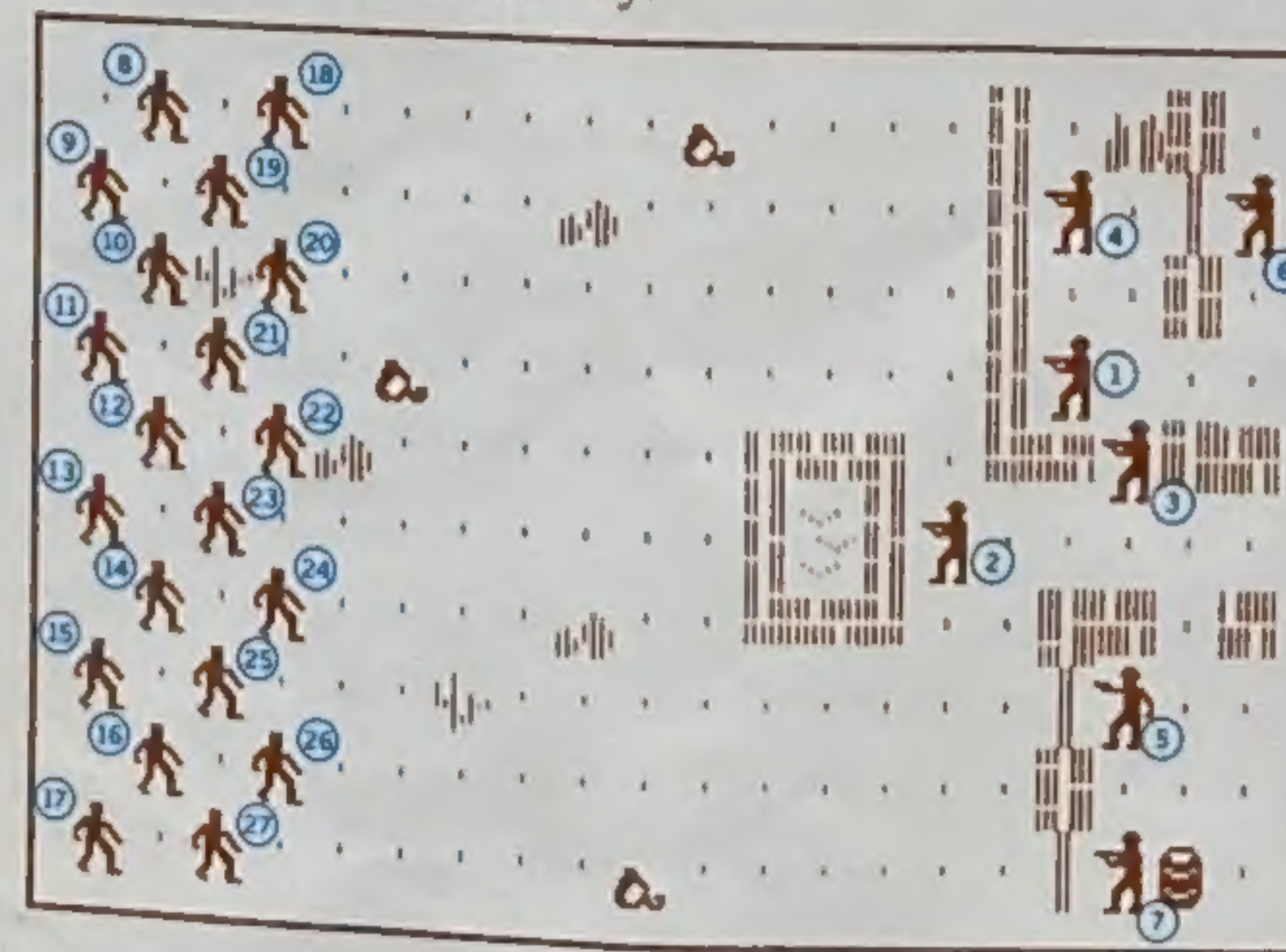
It was a poor decision of the Daltons to rob the two banks at Coffeyville, Kansas, where they had lived as boys. Despite their false beards, they were recognized immediately. The cry "They're robbing the bank!" was raised in the streets, even as the outlaws leveled their guns at the startled tellers. The outlaws emerged from the bank to face an armed and angry populace.



- | | |
|-----------------------|---------------------|
| (1) Marshall Connelly | (19) Dick Broadwell |
| (2) Lucius Baldwin | (20) Emmett Dalton |
| (3) E.Z. Ryder | (21) Bill Powers |
| (4) Aleck McKenna | (22) Grate Dalton |
| (5) George Cubine | (23) Bob Dalton |
| (6) Charles Brown | |
| (7) Carey Seaman | |
| (8) Charles Carpenter | |
| (9) T.C. Babb | |
| (10) John T. Kloehr | |
| (11) Tom Ayers | |
| (12) Charles Ball | |
| (13) Jeremy Clark | |
| (14) John Butcher | |
| (15) Luis Mendez | |
| (16) Marcos Mendez | |
| (17) Telly Graham | |
| (18) F. Lee Barrister | |

Scenario I — El Siete Magnifico

In this popular movie, such leading men as Yul Brynner, Charles Bronson, James Coburn, Robert Vaughn, and Steve McQueen play a group of professional gunmen. The seven are hired by a poor Mexican farming community to end the incursion by the area's bandit chieftain, played by Eli Wallach. As the scenario begins, the intrepid seven await the bandits' approach at the outskirts of the small community.



- | | |
|----------------------|------------------------|
| (1) J.C. Blade | (8) Pedro Lopez |
| (2) Lee Gold | (9) Domingo Garcia |
| (3) S.M. Jones | (10) David Ramirez |
| (4) C.B. Bernardo | (11) Carlos Santos |
| (5) R.V. Quaker | (12) Tomas Zapatta |
| (6) Y.B. Christopher | (13) Rubio Martinez |
| (7) Chico Kid | (14) Oscar Torrez |
| | (15) Juan Baez |
| | (16) Alejandro Leon |
| | (17) Skinny Narvaez |
| | (18) Tito Ybarra |
| | (19) Domasso Fernandez |
| | (20) Ernesto Chavez |
| | (21) Julio Trujillo |
| | (22) Marcos Ruiz |
| | (23) Samuel Rodriguez |
| | (24) Roberto Guzman |
| | (25) Benito Chicon |
| | (26) Jorge Hernandez |
| | (27) Slim Nunez |

WEAPONS

# Weapon	Cl	R1	R2	R3	Ld	Pt	M1	M2	Ck	Bk
1 Saber	1	1	1	1	0	0	0	0	0	0
2 Tomahawk	2	1	2	3	0	42	+2	-4	0	0
3 Knife	2	1	2	3	0	56	+2	-4	0	0
4 Spear	2	1	2	4	0	85	+2	-4	0	0
5 Bow and Arrows	3	3	6	12	30	70	+2	-2	1	0
6 Derringer	4	0	1	2	2	28	+1	-4	1	1
7 LSA Pistol	4	1	3	6	6	42	+2	-3	1	1
8 MSA Pistol	4	1	3	7	6	85	+2	-3	1	1
9 HSA Pistol	4	2	4	8	6	170	+2	-3	1	1
10 LDA Pistol	4	1	2	5	6	56	+2	-3	0	1
11 MDA Pistol	4	1	3	6	6	70	+2	-3	0	1
12 HDA Pistol	4	1	3	7	6	155	+2	-3	0	1
13 Shotgun	5	2	4	8	2	99	+3	-5	0	1
14 S/O Shotgun	5	1	2	4	2	56	+5	-7	0	1
15 Breechloader	5	7	15	30	1	212	+1	-1	1	1
16 Rifle	5	5	10	20	16	155	+1	-1	1	0
17 Repeater	5	3	6	12	12	141	+1	-1	0	0
18 Carbine	5	6	12	25	1	184	+1	-1	1	0

Cl = Classification of weapon
R1 = Maximum short range
R2 = Maximum medium range
R3 = Maximum effective range
Ld = Maximum ammo load for weapon

Pt = Penetration factor of weapon
M1 = Close range accuracy modifier
M2 = Long range accuracy modifier
Ck = Indicates weapon must be readied after each shot
Bk = Indicates weapon must be readied after becoming unloaded

TERRAIN EFFECTS

TYPE	ALT	PROT	TH MOD	MOVEMENT EFFECT	TYPE	ALT	PROT	TH MOD	MOVEMENT EFFECT
Full Wall	11	255	NA	Prohibited	Covered Wagon	10	255	NA	Prohibited
Half Wall	5	255	+1	Note 1	Open Wagon	4	255	+1	Note 1
Light Half Wall	4	127	+2	Note 1	Hitch	4	57	+2	Note 1
Ground	1	255	-1	No Effect	Trough/Tub	4	255	+1	Note 1
Planking	2	255	0	No Effect	Barrel	4	198	+1	Note 1
Rough	4	255	-3	Note 1	Boxes	4	169	+2	Note 1
Mud	0	255	-2	Note 2	Window	5	255	+3	Note 1
Tree	10	255	NA	Prohibited	Stove	5	255	+1	Note 1
Tall Brush	7	113	NA	Prohibited	Table	5	227	+1	Note 1
Low Brush	4	27	+2	Note 1	Desk	5	255	+1	Note 1
Cactus	4	142	+2	Note 1	Safe	5	255	+1	Note 1
Rocks	4	255	+1	Note 1	Chair	5	84	+2	Note 1
					Bed	5	255	+1	Note 1

ALT = Altitude
PROT = Level of protection
THMOD = To hit modifier
NA = Not applicable

Note 1: Character must be erect to enter.
Loses movement capability for the following segment.

Note 2: Character loses movement capability for the following segment.



